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SARR RACE PACKET

SOLAR: Aftermath Continuity Document

By: Valerie Mabry

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200-YEAR HISTORY

200: Sarr of all phenotypes begin gathering up in large numbers, crossing over territorial lines in a great migration.

199: The Bagha, Xuebao, Yunbao, Igmu'gleza, and Rys gather in the highlands. The Leeu, Chui, Duma, Rooikatte, and Tierboskat gather in the grass seas. The Jaguar and Ocelotl gather in the jungle. The Puma remain widespread from the tundra to the jungles.

190: The highland sarr establish Tsan, a widespread territory in the bitterly cold highlands of Radeves. The grass sea sarr establish Nyasi. The Jaguar and Ocelotl establish Selva, their jungle home. The Puma divide into the various territories. The Jaguar, Ocelotl, and Puma divide their alliances or remain neutral.

180: Grimalkin emerge in each territory, attracted by the gathering of so many of their offspring. From the Grimalkin, sarr learn magic.

170: The Grimalkin disappear.

160: Cait Sidhe emerge just like their predecessors the Grimalkin. They bring havoc and destruction, and the other races blame the sarr for their troubles.

159: Melanistic sarr of all phenotypes start disappearing, murdered by those who believe them to be Cait Sidhe.

158: Sarr begin hiding their black offspring to protect them from human hunters and poachers. Humans are declared enemies of the sarr and hunted as prey.

130: All Melanistic sarr are believed extinct.

124: Sarr begin protecting their territory from bands of Orcs. During this time, Elves and sarr form an alliance. The Half-Ogres of Altan Gazar aid both sides.

119: The Orc invasion ends, with sarr and Elves victorious.

118: Sarr begin aiding the Elves in rebuilding. From Elves, sarr learn how to produce poisons, alchemy, and potions.

115: Sarr sages from all territories prophesize a great swelling of power rising steadily and quickly.

114: The events of the Blood Moon of Ab'zaldad occur. Cait Sidhe are declared Grimalkin. Black sarr persecution ends.



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100: After some rioting and enmity between the clans, Tsan is restructured. The Bagha become the primary guardians. The Xuebao and Yunbao become the protected upper class. The Igmu'gleza and Rys fill in the gaps.

97: Nyasi is restructured. The females of the Leeu prides become Nyasi's main warriors and protectors. The Chui become the spies and strike forces. The Duma, Rooikatte, and Tierboskat become messengers and scouts.

90: Unlike Tsan and Nyasi, Selva remains as it always has; the Jaguar and Ocelotl live harmoniously.

75: Attempts are made by caravans of gypsies to establish trade and friendlier interactions with sarr. The sarr's enmity for humans keeps this highly improbable; however, some small groups of sarr do start establishing friendly relations.

60: A cabal of melanistic and albino sarr declare themselves independent of Tsan, Nyasi, and Selva. They gather unto themselves all melanistic or albino cubs and depart.

55: The Cabal swells in number. Members of The Cabal call themselves Rakshasa.

50: The Rakshasa begin killing humans in earnest, bringing back their ill reputation. In retaliation, humans begin killing sarr, ignorant of the fact that the Rakshasa left the sarr nations.

49: Tsan, Nyasi, and Selva declare Rakshasa enemies of the state and gather their forces to fight them.

47: After much preparation, the sarr begin fighting the Rakshasa with the whole of their might.

40: Both sides suffer devastating losses after many battles. With their numbers decimated, the Rakshasa flee. Sarr give chase.

35: The Rakshasa escape. The sarr execute what prisoners they have.

30: Relations between sarr and humans is at an all-time low. Recognizing the need for fewer enemies and more allies, Nyasi reaches out to the humans to extend an olive branch. Tsan quickly follows suit. Selva is the slowest to lend their support, but they eventually back the other nations.

20: For ten years, the sarr nations try to establish a rapport with the humans. Because of the sarr's treatment of the gypsies, humans are still very slow to trust them. They believe the sarr have helped the gypsies trick and swindle them.

10: After twenty years of attempts at peace, the sarr and humans come to a shaky truce.

5: Sages predict a coming calamity. The sarr nations begin preparations.



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0: The Calamity strikes.

PLACES OF PROMINENCE

TSAN

A sarr nation in the bitter highlands of Radeves. It boasts the highest populations of Bagha, Xuebao, Yunbao, Igmu'gleza, and Rys.

NYASI

A sarr nation in the great plains and grass seas. It boasts the highest populations of Leeu, Chui, Duma, Rooikatte, and Tierboskat.

SELVA

A sarr nation established in the deepest jungle of the world. It is mainly populated by Jaguar and Ocelotl and remains neutral and isolated.

WELL-KNOWN PEOPLE OR GROUPS

TIGER (BAGH)

The warriors and guards of Tsan. Matriarchal. The largest of the sarr. More social and less competitive than Leeu. Commonly mate between November and April. Language/culture equivalents: Russian, Hindu, Chinese, or other Eastern Russian/Asian culture (Vietnamese, Cambodian, Sumatran, Thai, Laotian, etc.)

LION (LEEU)

The female Leeu protect the Nyasi. The male leeu tend to be the thinkers while the females are the do-ers. Male leeu are rarer than female; they are outnumbered by females six to one. Leeu form very competitive social groups ruled by males. Language/culture equivalents: Zulu, Somali, Maasai, Egyptian, and other African equivalents.

JAGUAR (JAGUAR)

Neutral isolationists who prefer to keep out of politics. Founded Selva. Language/culture equivalent: Aztec, Mayan, Incan.

LEOPARD (CHUI)

Sneaky and cunning spies for Nyasi. Language/culture equivalents: African cultures such as Zulu, Somali, Egyptian, Maasai, etc.



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CHEETAH (DUMA)

Messengers and scouts of Nyasi. Fastest sarr phenotype. Polyamorous. Males group together while females remain solitary unless raising cubs. Language/culture equivalents: African cultures such as Zulu, Somali, Egyptian, and Maasai.

SNOW LEOPARD (XUEBAO)

Rare sarr phenotype, protected class of Tsan. Secretive and solitary except for females with cubs. Mate in late winter. Language/culture equivalents: Chinese, Mongolian

CLOUDED LEOPARD (YUNBAO)

The link between the big cat phenotypes and the smaller species. Rare, protected class of Tsan. They like their dwellings to have balconies and terraces. Vocal and solitary. Mate in December and March. Males are very sexually aggressive. Language/culture equivalents: Chinese, South Asian.

COUGAR (PUMA)

The most widespread of all sarr, live almost anywhere and everywhere. Alliances vary. Some stay in monogamous mating pairs, while others are polygynous. Language/culture equivalents: Any American (North, Central, South) tribe.

BOBCAT (IGMU'GLEZA)

Craftsmen, merchants, guardsmen, Igmu'gleza do it all in Tsan. Males outnumber females 2:1 but tolerate other males' presence. Mate during February and March, typically. Language/culture equivalent: Any native Canadian or North American tribe.

LYNX (RYS)

Rys fill in the gaps in Tsan. They do it all alongside the Igmu'gleza, their smaller cousins. Language/culture equivalents: Any Canadian or North American tribe, European, Russian, or Middle Eastern.

CARACAL (ROOIKATTE)

Messengers and spies of Nyasi. Language/culture equivalents: Any African tribe, Middle Eastern, Hindu.

OCELOT (OCELOTL)

Neutral inhabitant of Selva. Very territorial. Language/culture equivalent: South American.

SERVAL (TIERBOSKAT)

Messengers and spies of Nyasi. Language/culture equivalent: Any African tribe.



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(Note: Any and all species of big cats, even the small wild cats, are acceptable. If you do not see it in this list, please do not be discouraged. Listed above are only the most popular choices. Get creative and do your research!)

COMMON KNOWLEDGE

Sarr are anthromorphic bipedal humanoids who are covered in fur and resemble various species of big, wild cats. Their behavior mirrors their wild counterpart.

Sarr life expectancy is relatively short averaging forty years.

All sarr cultures consider blunt weapons and projectiles lowly weapons of an unworthy warrior.

Most sarr do not like water.

Sarr can mate at almost any time during their fertile years between the ages of 15 and 25. They no longer feel any urge to do so and cannot produce offspring after this period, however.

CULTURE

Hunting, fighting, training, hiding, sparring, sneaking, and athleticism are very important to sarr. They fill as much of their waking hours with these activities as possible (between naps and sun baths). As many sarr are nocturnal, they tend to sleep during the day and be more active at night.

When greeting each other, sarr will nudge or push against someone else's body with their own, butt heads with them, or pounce and play fight. Approaching a stranger is done cautiously, and it takes a while to earn a sarr's trust.

Most sarr are solitary, but a few live in familial groups. Generally, sarr will remain in mated pairs, but they do not mind separation for lengthy amounts of time.

Sarr are very stubborn, aloof, and recalcitrant. They do not care for authority, rules, or boundaries. Sarr are also very curious, playful, and energetic.



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COMMON NAMES AND TITLES

Consider the origin of your character when naming your sarr. Look at the geographic region where your PC is from and name him or her in the naming traditions of that location.

HISTORICAL OR NATURAL ENMITIES & ALLIANCES

Grimalkin are well-respected and revered. Cait Sidhe are troublemakers; be wary.

Rakshasa are to be destroyed on sight.

Elves and sarr were once allies.

Humans are not to be trusted.

Additional sarr lore is available!
Contact the general manager or
continuity officers if you purchase
[Knowledge Lore: Sarr](#) for your
character!